

# OVERDOSE

"THE MIND IS YOUR ENEMY"

Goal: Use drugs to fight the demons of the world & your own. As long as you do not overdose/die.

Features: Drugs are used to provide the playable character buffs & debuffs. Drugs also dictate the player's state-of-mind, which controls how the player character reacts and feels. An extreme state-of-mind can control the outside world as well. (ex Psychosis spawns angels and CIA agents)

Drugs: are based off of real world medicines and narcotics. In other words it is reckless to take drugs without thinking about its consequences. Coffee can make you sharper & faster, but too much will cause some physical disadvantages.

Physical Health: Outside of the playable character's mental health, drugs can have physical effects on them as well. Player will have to keep track of their body parts, blood flow, temperature, etc.

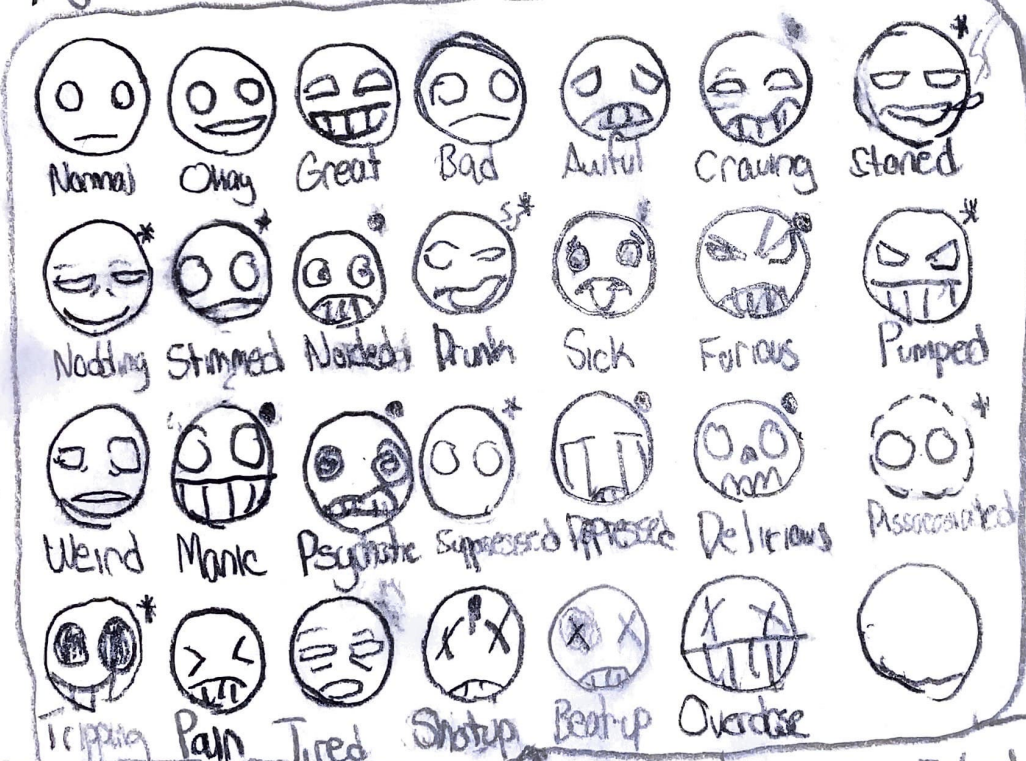


# Types of Drugs

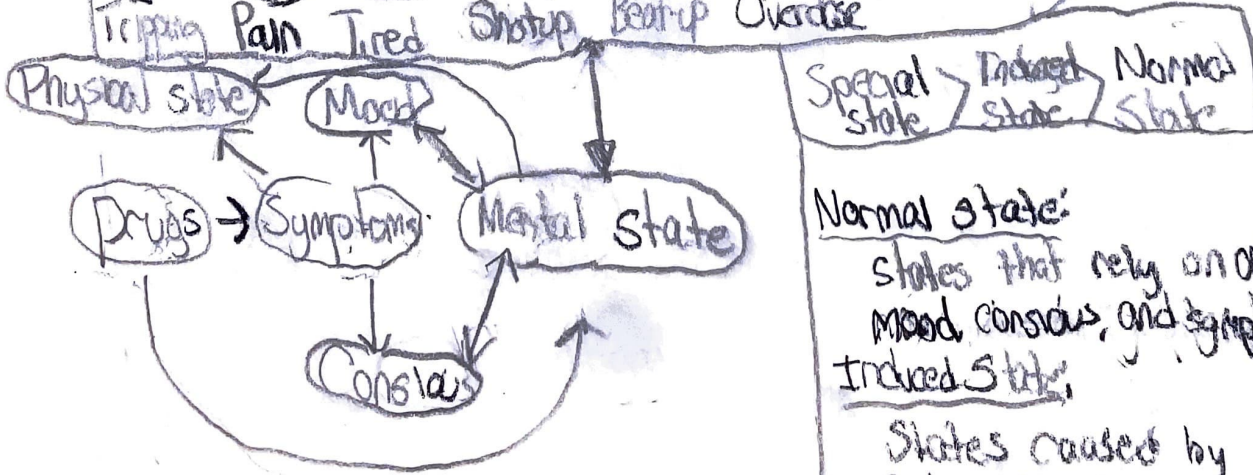
- 1) Cigarettes
- 2) Coffee
- 3) Alcohol
- 4) Amphetamines
- 5) Benzodiazepines
- 6) Opiates
- 7) Heroin
- 8) Marijuana
- 9) Cocaine
- 10) Psychedelics
- 11) Antipsychotics

## Symptoms

- Anxiety
- Pain
- Euphoria
- Dysphoria
- Stimulated
- Disinhibited
- Pain Suppression
- Anxiety Suppression
- Paranoia
- Nausea
- Withdrawals



\*Induced state  
\*Special state



Special state > Induced state > Normal state

### Normal state:

states that rely on only mood, conscious, and symptoms

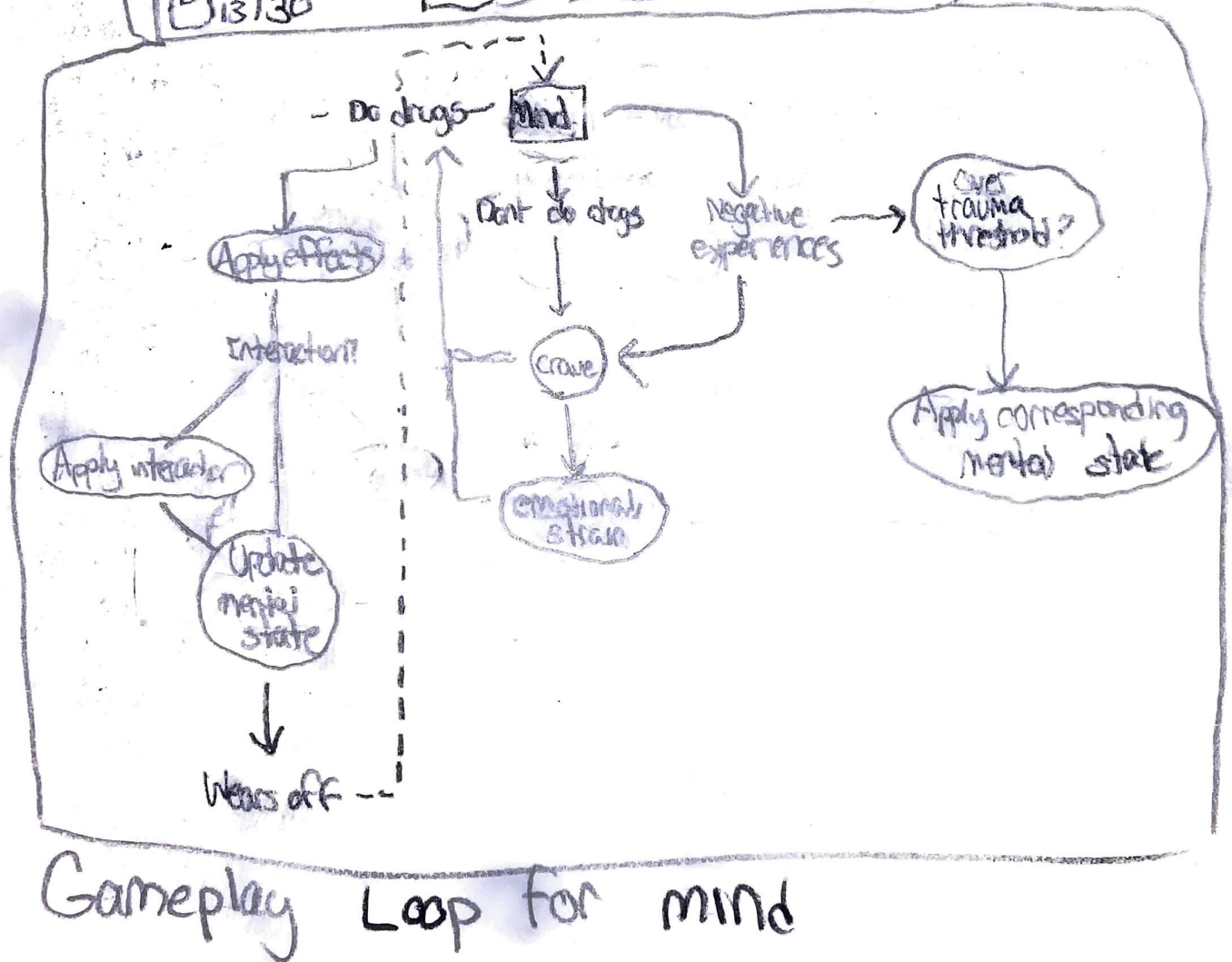
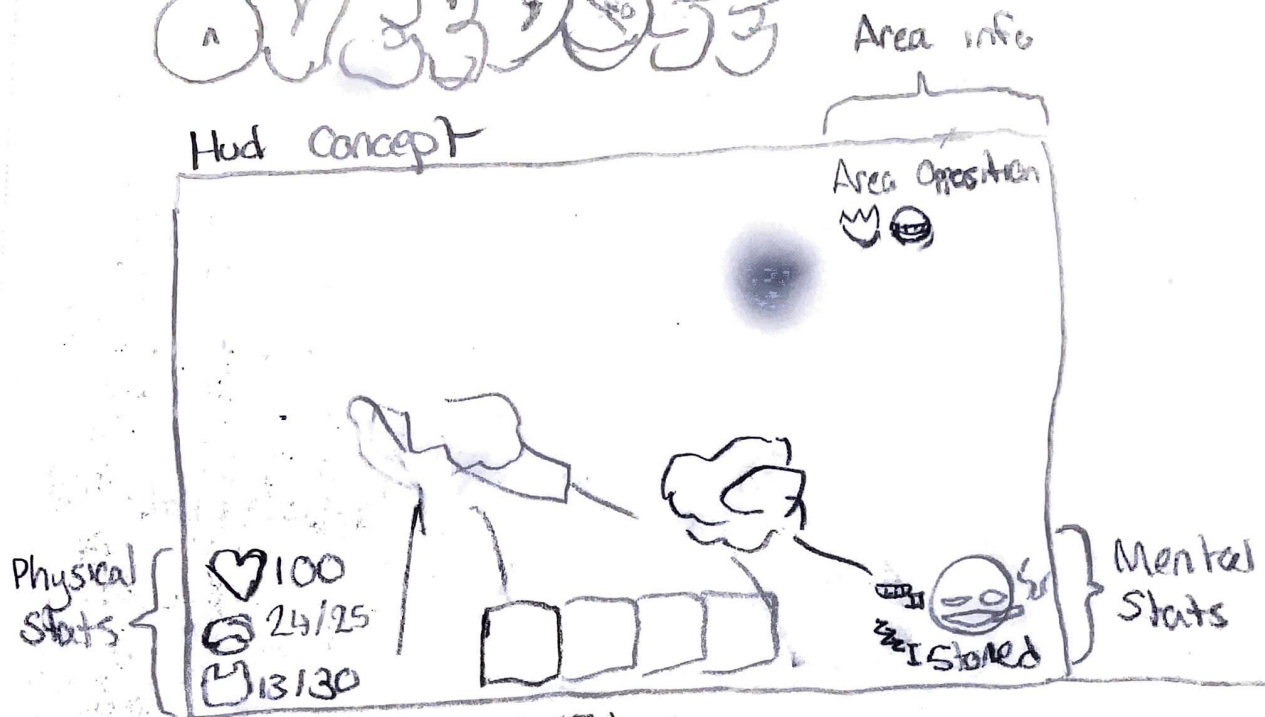
### Induced State:

States caused by and only drugs

### Special State:

States caused by special conditions

# OVERDOSE





In Overdose, your "vibes" shift depending on what you do. If you are in a psychotic state and have "negative vibes," demonic entities will hunt you through out the Map. If you have "positive vibes," angels and the divine challenge you to battles to "prove your divinity".

# STATS



RICH

- Health (1-100)

- Consciousness (-20-20)

- Mood (-20, 20)

- Melee DMG (1-7)

- Pain tolerance (1-7)

- Clumsiness (1-7)

- Accuracy (1-7)

- Movement Speed (1-7)

## SENSATIONS & ATTRIBUTES



Pain  
(-mood)



Bleeding  
(-health, -cons)



Rush  
(+movement spd)